

ABSTRAK**PENGEMBANGAN MEDIA PEMBELAJARAN BUKU SAKU DIGITAL BERBASIS *ANDROID* PADA MATERI VIRUS UNTUK SISWA KELAS X SMA**

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Berdasarkan analisis kebutuhan pada lima Sekolah Menengah Atas (SMA) di Daerah Istimewa Yogyakarta diketahui bahwa materi virus merupakan salah satu materi yang sulit untuk dipahami siswa. Siswa juga membutuhkan media pembelajaran yang dapat meningkatkan motivasi dalam mengikuti pembelajaran biologi. Buku saku digital berbasis *android* menjadi salah satu media pembelajaran yang dapat membantu kendala tersebut. Tujuan dari penelitian ini adalah mengembangkan media pembelajaran buku saku digital pada materi virus untuk siswa kelas X SMA dan mengetahui kelayakan media pembelajaran tersebut.

Penelitian dilakukan dengan metode *Research and Development* (R&D) dan menerapkan lima tahap metode menurut Sugiyono yang digunakan meliputi (1) potensi masalah, (2) pengumpulan data (3) desain produk, (4) validasi desain produk dan (5) revisi desain produk.

Media pembelajaran buku saku digital berbasis *android* yang dikembangkan memiliki format file *application package file* (.apk) dengan ukuran 37.00 MB serta memuat menu petunjuk penggunaan, kompetensi, materi, latihan soal, glosarium, catatan digital, dan tentang aplikasi. Media buku saku digital berbasis *android* yang divalidasi oleh satu ahli materi, satu ahli media, dan dua guru biologi SMA sebagai praktisi pembelajaran. Hasil validasi produk menunjukkan rata-rata skor nilai 3,80 dengan kriteria “Sangat Baik”. Dapat disimpulkan bahwa media buku saku digital yang dikembangkan layak untuk diujicobakan melalui proses revisi.

Kata Kunci : *Research and Development*, buku saku digital, media pembelajaran, *android*, virus.

ABSTRACT

**DEVELOPMENT OF ANDROID BASED DIGITAL POCKET BOOK AS A
LEARNING MEDIA TO TEACH VIRUS MATERIAL FOR 10th GRADE
STUDENTS**

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Based on the necessities analysis of five senior high schools (SMA) in the Special Region of Yogyakarta, it is known that virus subject matter is one of the material difficult for students to understand. Students also need a learning media that can increase motivation in participating biology learning. Android based digital pocket books is one of learning media that can solve the problem. This study aims to develop an android based digital pocket book learning media on virus subject matter for grade X students high school and knowing its quality.

The research was conducted using the Research and Development (R&D) method and applied the five stages of the method according to Sugiyono which include (1) potential problems, (2) data collection (3) product design, (4) product design validation and (5) product design revision.

The android based digital pocket book as a learning media has an application package file (.apk) file format with a size of 37.00 MB and contains a menu of instructions for use, competencies, learning material, practice questions, glossaries, digital notes, and about menu. The android based digital pocket book learning media was validated by one material expert, one media expert, and two high school biology teachers as learning practitioners. The product validation results show that the android based digital pocket book learning media gets an average score of 3.80 with "Very Good" criteria. It can be concluded that the digital pocket book media that has been developed is eligible to be tested with revision process.

Keyword : *research and development, digital pocket book, learning media, android, virus.*